

---

Subject: TGA sequence on Renx Materials

Posted by [Veyrdite](#) on Sun, 18 Nov 2007 03:08:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Quote:his spinner can be used to specify that the texture is animated. If you specify a number of frames greater than 1, the texture is assumed to be animated and the other frames for the animation will be generated from the filename you specify for the texture (.tga sequence) . You should use the first frame of the animation as the texture you use in Max.

How do i create a .tga sequence?

---

---

Subject: Re: TGA sequence on Renx Materials

Posted by [Jerad2142](#) on Sun, 18 Nov 2007 23:09:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Dthdealer wrote on Sat, 17 November 2007 20:08Quote:his spinner can be used to specify that the texture is animated. If you specify a number of frames greater than 1, the texture is assumed to be animated and the other frames for the animation will be generated from the filename you specify for the texture (.tga sequence) . You should use the first frame of the animation as the texture you use in Max.

How do i create a .tga sequence?

Simple, the texture will be broken into 4, or 9, or 16 squares (renegade does that itself, you just have to make sure you have the images in the right spots). Then you go into RenX and under UVmapper you specify how many pieces to break it into. First step of this is to change it to one of the grid settings. Second step is to add the following text:

FPS=0.0

Log2Width=0

Last=0.0

FPS = how fast you want it to go

Log2Width should be a 1, 2, or 3 (2 is 4x4, 1 is 3x3, and 0 is 2x2)

Then applied the material to the object and mess with the UVwrap settings a little and your done. Thats the short answer anyways

---